

# Redding Park and Recreation Softball Rules 2006

Note to all managers and umpires:

Please bring the rules to the field to minimize confusion!

All players and umpires should call 938-5036 X 3 to find out about cancellations. This is a direct voice mail number. We will decide by 4:30pm and often earlier if we can.

0. You must pay the umpire "before the start of each game" - \$18 per team

1. Any team with 3 forfeits will be removed from the league will be removed from the league and not allowed back in for a minimum of 2 years.

2. Teams that do not have enough players for a game will be fined \$36.00 which will be paid by Park and Rec to the umpire. This fine will be taken from the \$60 forfeit fee paid at the beginning of the season. If you call our office and leave a message the Monday before your scheduled game you will not have to pay but will lose the game by forfeit. If you have a day or two that you know you will not be able to field a team it should be noted before April 1 when we will start making the schedule. It will be assumed that we can schedule you for all other Wednesday and Thursdays including the playoffs.

Once the schedule is made you can only ask for a game to be rescheduled with a full months notice. Rain outs will be scheduled on any available field with at least two weeks notice to the manager. After August 1 rainouts may need to be scheduled with only 5 days notice. After August 1 any game in which you can't field a team will be considered a forfeit. All teams must field a team on any regular league day of the week from August 1 through the end of the playoffs unless they indicate a specific date to us by July 15. By August 1 teams will need to indicate their availability for late season makeups and playoff games on other days of the week especially in the first round of the playoffs.

3. Team rosters must be turned in by April 1st. Teams must have at least 14 players to be legal. No players will be added after July 1st. Players may only play on one team in the Redding Softball League. All players must be 18 years of age and older as of the first game. If this rule is broken, team will forfeit all games played with an illegal player.

4. To play in the league you must be a resident (or have resident status in the ways listed below.) There are only four non residents allowed per team.

- 1) Currently work full time in Redding, (Easton, Georgetown)
- 2) Have previously lived in Redding (Easton, Georgetown) for 3 years
- 3) Went to Joel Barlow for at least 2 years

Company teams are allowed after resident teams get 1st choice at teams spots. These company teams must have all employees or Redding residents with 4 non-residents/non-company players allowed.

Each team may have up to 30 players on their roster. Each team must have a copy of their roster at each game. Any player in question must show identification upon the request of the opposing team captain or umpire. Team inquiring into the legality of players on a team roster should do so by August 1st. Copies of Rosters available to review upon request.

# Redding Park and Recreation Softball Rules 2006

5. All games will start at 6:15 PM with a 15 minute forfeit time. All doubleheaders will start at 6:00 PM with a 15 minute forfeit without any forfeit time so that both games can be played. Playoff games will start as early as 5:45 PM.
5. a IF AT LEAST 9 PLAYERS ARE PRESENT THE GAME MUST START AT THE DESIGNATED TIME. All players present must go to the field at 6:10pm
6. NO alcoholic beverages will be allowed on any fields during a game. No drinking will be allowed on school property after the games. No smoking is allowed on school property. These rules apply to both players and fans. Please tell your fans to refrain from smoking.
7. No signs may be placed on any of the field backstops.
8. Whenever possible games will be canceled due to rain by 4:30 PM. All Players may call the cancellation line at 938-5036 and choose # 3 for sport cancellations. Although you should call after 4:30 PM there is often a message earlier. Please do not call on our regular office line 938-2551 number before 4:30pm as we can't be handling hundreds of cancellation calls from as many as 6 teams. If there is no message after 4:30pm assume you should go to the field. Often the voicemail states that "the umpires will determine at the field if conditions are appropriate for play". Once a game has started, it will then be left to the umpire's judgment whether to continue to play. Rainouts will be made up when possible.
9. Each player shall receive a schedule and rules from his manager and should not call the office to find out where and when games will be played each week. It is not hard to call your coach or a designated player on the team. Coaches are required to make sure his players know what has been communicated to the coach the league director.
10. A coin flip will be used to determine who is the home team for each game.
11. Playoffs seeding will be determined by final standings. Ties to be broken by head to head games then the total score in those two games and then by coin flip. The better seeded team will be the home team during the playoffs.
12. Games will end the moment that there is both a 12 run difference if a full 5 innings have been played.
13. Nine players are needed to start a game. Team must start at 6:15pm if they have 9 players. All players may be added to the end of the batting order as they arrive. There is no limit to the number that you may bat. There are no outs given if the 10th doesn't show up.
14. If you drop a player due to injury and don't have a player to replace him you will not be charged an out when his turn to bat comes around in the batting order. If you lose a player due to ejection and don't have a player to replace him you will be charged an out when his turn to bat comes around in the batting order.
15. Sub runners will be allowed for those who have problems running. You may use up to three "pre-registered players" who need runners for them during a game. After batting and stopping at a base, they will be substituted for by a pinch runner. The pinch runner will be the last batted out who is not currently on base. Any player who will be substituted for must be known before the start of the game. In case of injuries during a game, the umpire may allow additional players to have substitute runners.

# Redding Park and Recreation Softball Rules 2006

16. All games shall be played according to the current official book of the Amateur Softball Association of America, unless the ASA rule is in violation of a local Town rule.
17. All teams should be outfitted with jerseys preferably with numbers.
18. Each team will supply 1 new ball per game. Balls will be handed out to the teams prior to the start of the season. Please only use one game ball per game. Teams should have a second ball in decent condition to replace lost balls.
20. The home teams will be responsible for providing an official scorer and keeping the scorebook. They should check the score with the umpire after each 1/2 inning.
21. Players may not wear metal cleats. Player will be IMMEDIATELY EJECTED from that game only.
22. Any games being protested must be received at the Park and Recreation office within 24 hours of protest with a \$25.00 non-refundable protest fee. Umpire judgment is not grounds for a protest. Only misinterpretation of the rules is grounds for a protest
23. The umpire is responsible for notifying Park and Recreation of the score after each game before 9:00am the next day by leaving a voicemail message on Rob's voicemail (938-2551 ext.6). Coaches may turn in game highlight sheet to the Park and Recreation office after each game by 12 noon on Friday. They may be dropped off at Park and Rec. or faxed to the Park and Rec office at Fax # 938-1071. It will be forwarded to the Pilot.
24. No balls will be hit by a bat until 6:00 PM on any field that has been scheduled for youth sports. Youth sport coaches should know to expect us to begin batting practice at 6:00 PM.
25. Player must slide or submit if a play is being made on them. They must make an effort to avoid contact.

Explanation of 25. MAKE AN EFFORT TO AVOID CONTACT..... The slide or submit rule in softball is intended to cut down on contact between players. It is the runners obligation to avoid contact by sliding, going around or submitting to a tag when there is a play on him. Barreling into a fielder can be considered interference or dangerous play which can result in being called out or being ejected. Being in the baseline without the ball can be called interference and is dangerous. A baseman, waiting for a thrown ball, needs to know that a runner is coming towards his base. The fielder reaching out for an errant throw should be aware that the runner is coming. These plays tend to be "bang bang". We don't want anyone hurt so let's use some care out there.

It is the umpires judgment to determine the intentional nature of this type of call.

To repeat and clarify: Runners should slide, go around or give way if a play is on you; Fielders should only be in the baseline if a runner is coming with a ball in their glove or if they are fielding a batted ball. Fielders reaching for bad throws are in danger and should consider that the runner often has his back to the play and doesn't know where you are going to be when you extended your body to reach for a throw.

26. No fake tags are allowed in our league. Any runner that is on base at the time of this infraction may be awarded an extra base and/or fielders may be removed from the game.

## 27. Ground Rules

# Redding Park and Recreation Softball Rules 2006

27a. Until further notice- The RCC 1 North field rule will be – A ball over the fence in right field is a single with runners getting two bases. To the left of the marker -over the fence is a home run. Through the gap in the fence will be a ground rule double.

27b. Until further notice- The RCC 1 South Field rule will be- Ground rule double to right of the right field marker past the path (whether it is in the air or on the bounce) but to the left of the marker hitting on or past the path in the air is a HR; past the path on a bounce is a ground rule double.

29. Players ejected by the umpire may be asked to leave the site by the umpire. Players who do not leave the site promptly when asked to will result in the game being forfeited by their team. Ejected player are automatically ejected for the next played game.

30. Any players fighting or causing repeated problems may be removed from the league at the discretion of the league director.

31. No titanium bats, multi walled bats or any bat over 1.2 BPF. Umpires will try to remind coaches at the beginning of each game that batting with an illegal bat will result in an out. These models of “two piece” bats are permitted: Easton Connexion or Reflex, Worth EST, and other bats may be added by Park and Rec. Note from 2003- The Miken Ultra 2 softball bat is now illegal in our league. It has recently been declared illegal by the USSSA and the NSA and is illegal in tournament play in the ASA.

32. The fee for an umpire in a makeup game resulting from a “no show” umpire will be paid for by the umpire scheduler out of his fee and not by the teams involved.

Cancellations direct to voicemail -938-5036 X 3. Office phone is 938-2551.

Rob Blick, Director

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